

**ABSTRACT OF THE DISCLOSURE**

Data such as information pertaining to game characters appearing in a game is quickly supplied to a family game machine. In a data delivery system 1 comprising a data storage unit 22 for storing data such as game character-related information and a server 2 that can deliver data to a family game machine 3 connected over a network, the family game machine 3 has a sending/receiving unit 32 that sends and receives data and a storage unit 33 that can store data, and the server 2 determines, when a data delivery request is received from the family game machine 3, whether or not the family game machine 3 is authorized to receive data delivery, based on an ID number received from the family game machine 3, and delivers prescribed data such as game character-related information to only the family game machine 3 that is authorized to receive data delivery.

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